MIMANA

IYAR Chronicle

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

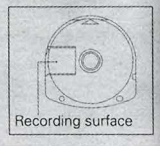
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

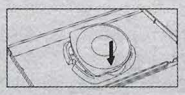
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

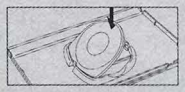
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

MIMANA
IYAR Chronicle

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Mimana Iyar Chronicle disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Prologue ~Chronicle~

Long ago, Iyar flourished, and its surface was home to a magnificent civilization. The castle of the ruling family was a tremendous white tower that stretched all the way to Alto, Iyar's moon. Iyar's king was a kind and just man, and he was respected by his subjects and the neighboring planets. Iyar was a world of beauty, prosperity, and happiness, until the day that Faustus appeared.

The great demon Faustus harnessed the power of the sealstones of earth, water, fire, wind, darkness, and light, and summoned the sword Surtr. With the sword, he descended to Iyar from Alto, and laid waste to the entire planet.

In this dark hour, a man appeared to stand between the world of Iyar and total destruction. That man was the great wizard Ferus. The great wizard defeated Faustus, and used his own powers to remake the world and give magic to the people. Peace returned once again to the people of Iyar.

Time passed, and before long what was once history became little more than legend...

But the sealstones Faustus used to create Surtr still exist, and a new page of history is about to be written...
Crais Sewell's life was not an easy one. Haunted by his past, he had joined the Mercenaries Guild, hoping to make use of his skills as a warrior. Things have not gone well. Wallowing in self-pity and self-doubt, Crais has turned to gambling and spends most of his time despondent and broke.

New Game

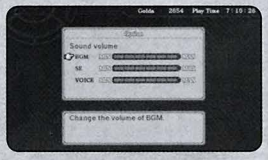
If you are going to start a new game, or would like to play the game from the beginning, select "New Game" on the title screen, and confirm with the ⊗ button.

Load Game

If you saved a previous game, you can continue from where you left off. Select "Load Game" on the title screen to see a list of saved games. Select the saved game you want to load, and confirm with ⊗ button.

Options

This menu allows you to change a number of settings.



Sounds / Album

These special menus will only be available after you have finished the game. By fulfilling certain conditions in the game, you can unlock different things. Use the directional buttons to select and view/play with the ⊗ button.

*Please note the, in order to save, you will need approximately 288KB of free space on your Memory Stick™.

Travel Screen

This is the screen you will see when moving around dungeons, towns, etc. To move to another area, walk into a gate, across a bridge, or down some stairs, and the game will switch to the new area. If you find yourself standing in front of a door with a description displayed in the upper right corner of the screen, press the ⊗ button to enter the building. There are many people for you to meet in the towns, and talking to them may give you hints on how to progress, or trigger events. Press the SELECT button to change the person walking in front, and you may get a different response from the characters you bump into.

CONTROLS FOR THE TRAVEL SCREEN	
Directional Buttons/ Analog Stick	Move, Item select
⊗ **button**	Accept, Talk, Investigate, Enter building
◎ **button**	Cancel, Return, Walk
△ **button**	Menu Display
▢ **button**	Conversations within the party
L / R button	Not used
SELECT button	Change characters

MENU

Press the △ button display the menu and manage the characters in your party.

PARTY CONVERSATION

To converse with your party members, press the □ button. Depending on the situation, your party members may give you a hint about where to go next.

SHOP

There are various shops in town where you can purchase items that will help you on your journey. As you progress, the stores update their inventory, so don't forget to visit regularly!

You can purchase magestones, armor, and consumer goods you need for your journey at the shops in downtown Florelmos. Talk to the clerks in the stores and choose whether you want to purchase, sell, or equip your items.

HP/MP RECOVERY

Visit the inns in town and pay a certain fee to spend the night. Doing so will recover your HP/MP. So if you ever run low on HP/MP, visit the inn in front of the West Gate. Also, sometimes events will happen at the inn, when you return from your journey, so make sure to visit the inn.

GOING TO THE OUTSKIRTS OF TOWN

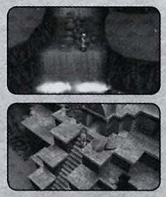
Walk through the gate to leave town. Your journey begins in the world outside!

WORLD MAP

The World Map allows you to travel quickly and easily between towns and dungeons. Place your cursor on the location you would like to visit, and press the ⊗ button.

DUNGEON

Dungeons dot the landscape of Iyar, and each one is filled with monsters you must defeat to complete your mission. Keep an eye out for treasure chests hidden throughout the dungeons to get new items and strengthen your characters. Some dungeons might have obstacles to impede you. Press the ⊗ button to activate switches and check for traps.



BATTLE SCREEN

Walking through a dungeon means you will, inevitably, encounter monsters. When this happens, the battle screen will appear. Please note that the controls during battle will be different from the controls outside of battle. While in battle, you control Crais directly, and give commands to your other party members. Winning battles will earn you experience (Exp.), money (Golda), and items. The better you do, the more you win, and the stronger your characters will get. For more information on battles, please refer to pages 15-18.

CONTROLS FOR THE BATTLE SCREEN	
Directional Buttons/ Analog Stick	Move, Item select
□ button	You can use the magic and skill you set in the battle settings
□ button (+ directional buttons)	Magic/Skill will change depending on what directional button you press along with the □ button
△ button	Battle Menu
○ button	Guard, Cancel
⊗ button	You can do up to 3 consecutive attacks, Accept
L / R button	Change target
SELECT button	Not Used

Menu Screen

You can manage your party/settings for each type, change options, and save.

Amount of money your party possesses.

Amount of time you have played the game.

In the menu screen you can check your status, check and use your items, confirm and change your armor, change your settings for battle, change other game options, and save your game.

CONTROLS FOR THE MENU SCREEN	
Analog Stick / Directional Buttons	Select items
□ button	Switch descriptions
△ button	Not Used
○ button	Cancel, Back
✕ button	Accept
L / R button	Switch characters and item categories.
SELECT button	Not Used

Status

This shows you a detailed view of an individual character's status. Switch between characters with the L/R and directional buttons to view the status and equipment windows.

Lvl.	Character's Level
HP	Current HP/Max HP
MP	Current MP/ Max MP
EXP	Experience gained
Next	Exp needed to level up
Attack	The amount of damage this character deals.
Defense	The amount of defense this character has.
Intelligence	Affects the power of Magic/Skill.
Accuracy	Affects the accuracy rate of the attack.

Speed	Move speed during battle.
Luck	% chance for critical hit.
Fire	Resistance to fire.
Water	Resistance to water.
Wind	Resistance to wind.
Earth	Resistance to earth.
Light	Resistance to light.
Dark	Resistance to darkness.

Magic

The magic menu will show you a list of the magic your characters are capable of using, some of which can be used outside of battle.

Magic

You'll learn new magic after reaching a certain level, or completing certain events. These new skills will show up on the magic list, and can be assigned for use in battle. Each magic skill has a set amount of MP that it needs in order to be used. In general, the stronger the skill, the more MP it will require. If a character does not have enough MP to use a given skill, then they will be unable to do so. MP regenerates over time during battle.

How to Use Magic

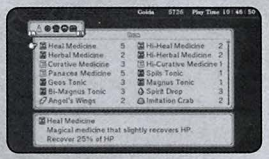
Which magic skills you can use will vary, depending on whether or not you are in battle.
Magic you can't use at the moment will be grayed out. Select the skill you want to use and press the ✕ button to do so. If it is a skill that can only be used on one party member at a time, select the party member you wish to use it on and press the ✕ button. For more information about a given skill, select it and press the □ button.

By bringing up the magic menu during battle, and pressing the △ button while selecting certain skills, you can turn them "on" or "off". Turning off your companions' spells will prevent them from using those skills in battle. This menu also allows you to adjust the battle tactics of your companions by setting who they will attack and whether they will attack, heal, etc. Intelligent use of these options will ensure your victory in any battle.

Item

Examine and use the items in your possession.

Examining Your Items



All items fit into one of five categories: consumables, magestones, armor, accessories, and valuable items. Switch between the categories with the L/R buttons. The "Equip" category houses equipment for your head, body, and arms. Accessories are, for obvious reasons, found in the "Accessory" category. "Key Item" contains rare items that you will obtain during the game. You will not be able to sell these items.

ITEM CATEGORY		DESCRIPTION
Item		Usable items (potions, etc), items to sell.
Magestone		Magestones can be used to augment your weapons.
Equip		Equipment for your body, arms, and head.
Accessory		Accessories can improve your attributes.
Key Item		Things you can't sell. Items you received during an event.

Using Items

You can use consumable items both in and out of battles. Simply place the cursor over the item you'd like to use, and press the ⊗ button. Then select who you would like to use the item on, and press the ⊗ button again.

Equipment

This menu allows you to equip armor, accessories, and magestones to help you on your journey.

Equipping

Equipment can be obtained in a variety of ways–treasure boxes, enemy drops, and stores are all valid equipment sources. Each character has several slots for different types of equipment: magestone, head, body, arms, accessories 1, and accessories 2.

Changing Equipment

Move your cursor over the equipment you wish to change, and press the ⊗ button. This will bring up a prompt where you can choose to equip or remove. Select the option you want with the ⊗ button. When you select a piece of equipment, the changes it will make to your attributes will be displayed on the left. Press the ⊗ button to confirm, and equip it. You can also use the L/R buttons to switch between characters while on the Equip screen.

What Are Attributes?

In Iyar, the setting of Mimana, the world is composed of six different elements: water, fire, wind, earth, light, and darkness. Water nullifies fire, wind nullifies, earth, and light nullifies darkness. In other words, if you equip yourself with a magestone that imparts the water element to your attack and fight a fire-attribute monster, you will deal increased damage. Each dungeon focuses on a specific element, so make sure to change your magestones accordingly.

WATER ↔ FIRE **WIND ↔ EARTH** **LIGHT ↔ DARKNESS**

What is a Magestone?

Magestones are special stones with magical powers that you can equip on your weapons. Each magestone imparts an element bonus, as well as other bonuses. Equipping them on your weapons allows you to take advantage of these bonuses.

In battle settings, you can change a number of battle-related options.

PARTY SETTING

When you start your game, Crais will be alone. However, as the game progresses, more and more people will join the party. You can have a maximum of four people in battle at one time, so you will need to choose what three other characters you would like to accompany Crais. The magical symbol behind a character indicates that they will be in your party during battle. You cannot remove Crais from your party.

Use the analog stick/directional buttons to select the person you would like to remove, and confirm your selection with the ⊗ button. Once the character has been removed, the magical symbol behind them will disappear. Once you have freed a space in your party roster, select the member you would like to add, and confirm by pressing the ⊗ button. If you have fewer than four people in your entire party, then characters will be selected in order of appearance.

POSITION SETTING

You can select the positions of your party members when battle begins. The further you move them to the right, the closer they will be to the enemy. Consequently, the further left they are, the farther from the enemy they will be when battle begins.

Select the character you would like to adjust with the analog stick/directional buttons and confirm with the ⊗ button. Next, use the analog stick/directional buttons to move them to where you'd like them to be on the field, and confirm your placement with the ⊗ button. Please note that you cannot put two characters in one location.

In the attack menu, you can set the battle actions for each character.

ATTACK SETTING

This menu is split into two sections: Crais, and everyone else. You can switch between characters using the L/R buttons.

CRAIS'S SETTINGS

Crais can learn some magic skills that may be useful during battle. You can assign up to four skills to shortcuts so that you can use them easily in battle. Also, in order to use "Cancel Skill" during the battle, you will need to set the shortcuts for the skills.

These are the four shortcut keys:

▢ **button**
directional button ↑ + ▢ **button**
directional button ↓ + ▢ **button**
directional button ←/→ + ▢ **button**

SETTINGS FOR CHARACTERS

During battle, Crais's companions will move and attack based on settings you choose. This menu allows you to set how they will move, how they will attack, and how they will use magic.

Weapon Attack	This higher this is set, the more likely it is that this character will get close to whatever it is targeting and attack. Set this lower to keep your characters away from enemies.
Magic Attack	When this is set high, the character will use more magic. When it is set lower, they will use less MP, and focus on supporting other characters.
Recovery Magic	Setting this higher will make this character more likely to heal you, no matter how little you may be hurt. Setting it lower means this character will heal you less frequently.
Target	This indicates which enemies the character should target.

TARGET

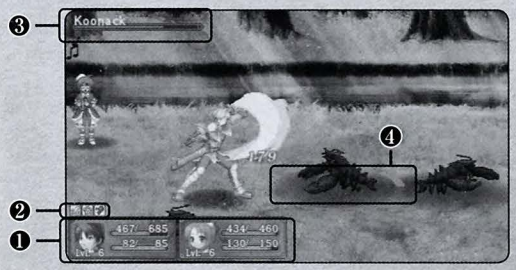
This allows you to set which enemies a given character should go after.

Random	The character will choose their own targets.
Nearby enemies	Will target enemies that are close.
Distant enemies	Will target enemies farther away.
Same as Crais	Will attack the same enemy as the main character.
Other than Crais	Will attack a different enemy than the main character.
Weak enemies	Will target enemies with little power left.
Strong enemies	Will target enemies with the most strength left.
Magic users	Will target enemies that use magic.

Below are descriptions of the screen after battle starts, and the battle systems.

HOW TO VIEW THE BATTLE SCREEN

Below is a rundown of the battle screen:



1. Party Status
Each character is displayed with their current HP and max HP on top, and current MP and max MP on the bottom.

2. Status icon
When a character's status is affected, an icon will be displayed here.

3. Monster Status
The HP and name of the monster you've targeted will be displayed here. The monster that is targeted will correspond to whatever you set in the attack settings. Please keep in mind that the target that the main character is attacking will not always be the same enemy that is shown here.

4. Target ring
Shows the enemy that you are targeting. You can switch the monster you are targeting by pressing the L/R buttons.

CHARACTER OPERATION

The player will always be operating Crais. The other characters will move according to the battle tactics you set in the battle settings.

Battle Rules

If you beat all the enemy monsters that appear, you will win the battle. If all the characters in your party are defeated, it's game over, man.

Game Over

When an enemy monster attacks you, your HP will diminish. When a character's HP reaches zero, they will become unable to fight. If all members of your party reach zero HP, then you lose the battle. When this happens, you will be returned to the title screen and must load a saved game.

Status Changes

Certain spells or enemy abilities can affect the status of your characters. When this happens, one of several icons will be displayed. All of these status changes wear off after a certain amount of time, or when the battle ends.

	Attack power up
	Defense power up
	Attack power down
	Defense power down
	Poisoned
	Haunted
	Stunned

	Paralyzed
	Binding
	Sealed
	Petrified
	Sleeping
	Damage Cut

You can use magic and items from the battle menu.

Battle Menu

Press the △ button during battle to display the battle menu. You can use magic and items, set your plan of attack, and escape the battle.

Magic

You can use magic skills the characters in your party have learned. Use the cursor and the ⊗ button to select the character, item, and target character. Once you finish, the spell will activate on the target character or creature. Each skill takes a certain amount of time to cast, which generally corresponds to the strength of the spell–stronger spells take longer to cast.

Item

Use the cursor and the ⊗ button to select the character, item, and target character.

Attack Setting

This menu allows you to change which skills are assigned to your shortcuts, and set how your fellow characters will behave in battle.

Escape

This command allows you to escape from difficult battles. When activated, a number will appear in the top right corner of the screen and begin to count down. When it reaches zero, you will successfully escape. Please keep in mind, however, that there are some strong opponents that you cannot run away from.

This will cover the basic operations during battle: attack, guard, magic, and the battle system itself.

Move

Use the analog stick/directional buttons to move Crais to any point on the screen. With proper placement, you can be outside of a monster's attack range, but still close enough to attack them. Keep in mind that Crais can run through his fellow party members, but not enemy monsters. Be sure to use this to your benefit.

Guard

Press the ◎ button to guard. When you guard, you can protect yourself from physical attacks. Magical attacks, however, cannot be guarded against. In addition, a critical hit will bypass a guard and do damage.

Magic

Magic Commands
□ button
directional button ↑ + □ button
directional button ↓ + □ button
directional button ←/→ + □ button

With the combination of the □ and directional buttons, you can use the magic you have assigned to the shortcuts. Most magic skills have an animation–the stronger the skill, the bigger the animation.

Below are more details of the attacks that the main character will have.

Attacks

Press the ⊗ button and Crais, the main character, will attack. You can make up to three attacks in quick succession with his sword. If you understand the properties of your weapon, and hit with all three attacks, you can do a great deal of damage. If you are too far from your target, the second and third attacks may not hit, so make sure to adjust your distance when attacking.

Continuous Attack Qualities

- First attack is very fast, but damage is minimal.
- Second attack will knock your opponent back.
- Third attack may not be as accurate, but it can knock the target back and do a lot of damage.

Additionally, if you can accurately hit the attack button during the Just Attack frame of your second and third attacks, you'll score a critical hit.

Knock Back

Certain magic skills can knock opponents back, giving your party members more space. Use this to keep your characters with low defense away from enemies, or to corner particular enemies.

Critical

There is a certain chance that your attacks with be critical hits, and deal massive damage to your opponents. Increasing your luck attribute will increase your chance of a critical hit. You can also use the Just Attack feature to get critical hits if you time your attacks just right.

JUST ATTACK

If you land three consecutive hits at just the right times, you can chain them into an even stronger chain of attacks. This is called the Just Attack system. By pressing the attack button during the Just Attack frames during your second and third attacks, you will activate the Just Attack, and your character will begin to glow and your hits will all be critical hits. Just Attack also increases the distance you knock enemies back with your attacks, so be sure to use it to your advantage.

You have to press the Just Attack button at just the right time. If you rush, and press the button more than twice on your first attack, it won't work.

CANCEL SKILL

After the conclusion of an attack, there will be a period of time where you are open to attacks. Cancel Skill utilizes that time and allows you to cancel out of that waiting period and use magic skills. This decreases your downtime and allows you to deal more damage in less time. You can only use magic you have set to your shortcut keys in the attack menu. Press the ○ button to activate the Cancel Skill you have set to that shortcut.

STUN

Taking enough continuous hits in battle will stun you. Once stunned, you cannot move, but you can still be hit. Your fellow party members can also be stunned, so make sure to keep an eye on them. Fortunately, if you can land enough consecutive hits on an enemy monster, you can stun them as well.

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AKSYS GAMES

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PlayStation.Portable

PlayStation.Network

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Even the Mightiest Warrior Needs a Little Help...

Drunk, despondent, and down on his luck, a spellsword mercenary named Crais Sewell reluctantly accepts a job from a young, cheerful troubador named Sophie Rothorn. Their mission: to recover seven jewels scattered throughout the world of Iyar—for what reason, Sophie refuses to say. As it becomes clear that Sophie's quest is not unrelated to a past Crais would prefer to forget, he faces a choice: Will he confront his past failures, and ultimately overcome them, or succumb to despair and misery? It is entirely possible that the fate of the world—or at least Crais's corner of it—may depend on his answer.

Over 30 hours of spellbinding gameplay!
Experience the world of Mimana through fully-voiced event sequences!

Intense Real-Time Battles!
Action-based combat explode with spells, skills, and excitement.

Customize your battle plans to defeat your enemies!
Take advantage of the depth of the battlefield to strategically place your party members.

1 Player | Memory Stick Duo™ 288KB | UMD Universal Media Disc

AKSYS GAMES | GungHo Works

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TEEN T ™
Alcohol Reference
Language
Mild Blood
Mild Fantasy Violence
Sexual Themes
ESRB CONTENT RATING www.esrb.org

PSP

Only On PlayStation

MIMANA
IYAR Chronicle

ULUS 10492

UMD Universal Media Disc

TEEN T CONTENT RATED BY ESRB

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MIMANA IYAR Chronicle